

NAME:

ALIGNMENT:

PLAYER:

EXPERIENCE:

CLASS:

BASE ATTACK BONUS:

LEVEL:

INITIATIVE:

STRENGTH

melee to hit
melee damage

DEXTERITY

ranged to hit
armor class
initiative

CONSTITUTION

hit points per level

INTELLIGENCE

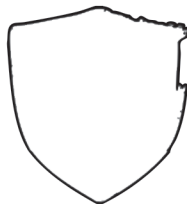
languages known

WISDOM

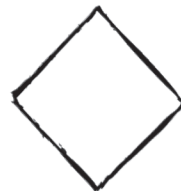
save vs mind control

CHARISMA

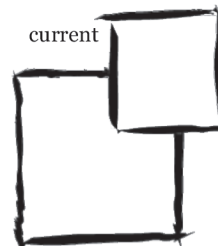
max # of allies



Armor
Class



Fortune
Points

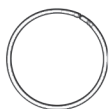


Hit
Points

SKILLS:

CLASS ABILITIES:

SAVING THROWS



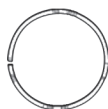
Poison



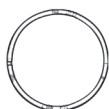
Breath
Weapon



Polymorph



Spell



Magic Item

EQUIPMENT:

WEAPONS

HISTORY AND NOTES:



to hit

damage



to hit

damage



to hit

damage



to hit

damage

BEYOND THE WALL
AND OTHER
ADVENTURES

TRAITS

MAGIC

Cantrips:

Spells:

Rituals:

ALLIES AND HENCHMEN

EXPANDED NOTES AND HISTORY

STASHED EQUIPMENT

COMBAT STANCES

Normal Stance: *no change*

Aggressive Stance: *+2 to hit, -4 AC*

Defensive Stance: *+2 AC, -4 to hit*

Protective Stance: *+2 AC, may not attack,
may take a hit for a friend*

Commanding Stance: *+6 to AC, may not attack,
successful Charisma check gives
all companions +2 to hit*

